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From Il Lowe, Creator of Leiner Init Larry

Frontier Pharmacist









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ABUUT THIS HINT ROOK

This book is designed to help you get out of the numerous her numerous her needs as the state of the numerous as ready Parkas, the unlikely pharmacistic properties PRADMAGLIST. We've done our demanded the number of the number

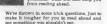


HOW TO USE THIS BOOK

WELL, THAT'S UP

Our suggestion, though, to to use the book sparingly. Don't forge ahead and read every





But we're really wasting our breath here, aren't we? You're going to race ahead and read every last word of this book. We should have known. Because that's exactly what WE do when we buy a hintbook.



AFTER THE CAME

The last section of this book contains a full points list, a list of items (and where they're found and used), and a list of some of the things you can try.

WARNING: Reading this section before you've completed the game will ruin the puzzles for you, give away the coding of the game, and cause your friends and family to shun you. And we won't talk to you anymors.



NOTE TO BEGINNING ANALYSTICATION

Good LUCK. BUDDY!

The following tips may help you get started.

"Benezober to save your game frequently. See the gamric Tech Manual for details. Saving your game often will prevent all sorts of freedrantes.

*Examine your curroundings carefully Look, Use, and Talk to everyous (and LOOK and USE everything). Clues can be found in unifiedy places, but after you find them, it may suddenly make perfect eneme as to why you found them there!

"When in doubt, try everything. You can never tell just what will help you out of a given satuation.

"Thank you for purchasing FREDDY PHARKAS, FRONTIER PHARMACKT and thas FREDDY PHARKAS hintbook. We had a gas putting it all together for you. Lot's all do it again sometime.

THE BIRTH OF FREDRY PHARKAS

We were seited around the big old wood hurning store in building warm in the winter hit usually fails missrship to hulding warm in the winter hit usually fails missrship to "Innie" A Love was there, a ping of chew danoing the warm of the contract of the contract of the contract of the winter single ward at the spittoon (and once in a while held even his it, to, about three times suite ton), from had his with sometody naread Tritain probably a 1-yaw-old how with unresolved interthy problems; and the contract of the historical contract of the contract of the contract of the kinema Pre been working ou for the past three years. And all of the week gaining out the windows as the one are store

Somewhere over yonder in Customer Service, somebody was wailing a mournful time on the harmonica (I think is was. "Chain Clang").

"Welp...what about a Western game?" asked Uncle Al after a spell. Al had been getting just a little tired of doing Leisure Sult larry games year after year. Ken glanced at Al under half-lidded eyes, his ily ourling into a meer, and turned back to his chockers partier who was now asking; him if he was the real Ken Williams or just one of the many Ken limitators on line.

"A Western? Summure," I drawled. "Next you'll be tellin' us it'll be a funny Western, with all kinds goofy character and some sorts typical Western plot."



happened..."

Yeah, a funny Western, the 's whut I meant to say," All went on. "Boot them takes my Grandingsy February and the same than the s

Kan rookad forward in his chair. "Y'maan, Freddy Pharkas, the Boosh-wah-see Frontier Pharmacist? Why, uy great-great-Grandma Rocells used is talk about him, hut I didn't know he really axisted. Warn't ha the guy what scosed to have founded Coarsegold?"

"He didn't find Coursegold, he saved Coursegold, son!" Al roared, and he isughed the deep, hearty, throaty laugh of a man who'd accidentally swallered his chaw. "Oather on up here." be said, patting his lap, "and I'll bell ya how it.

And thus was born FREDDY PHARKAS, FRONTIER PHARMACIST, the latest computer advanture from Al Lows.

NO:

WHERE DID IT REALLY COME FROM?

How did we pull PREDDY PHARKAS, FRONTIER PHARMACIST, this soon-to-be-s-classic, together? Wa organized a crack team of artists, programmers, and other sesorted nuts: we cell this posse Screw Loose Amusements, Al Lows is at front and center, being the main designer and the inspiration behind the Pharkas legend, Bob Olssson leads the art team (which is possibly more talented than the programmeral; he was the lead artist who created the fabulgualy stmospheric Laura Bow in the Dagger of Amon Ra and, among numerous other things, painted our magnificent 6-foot-long Main Street. Rubon Suants is another ex-Dagger artist, and for Freddy Pharkas, Ruben created over thirty hilarious characters including Freddy himself, Srini Lalkaka Bagdnish (the Indian eldekick), Madame Sadie Ovaree, Whittlin' Willy, Sam Andreas the Bartender, and dozens more. They're outrageous and demented and thus a perfect match for Al's bizarro sense of humor, Karin Young is Freddy's lead spirmator, and she single-handedly did all., well, mostly usarly...of those thousands upon thousands of handpainted animation cele which aren't easy to paint with e single hand. And Phy Williams, who loves to say she's absolutely no reletion to you-know-who, did it elf: animation, illustration, scanning, touch-up, and chocolate.



THE SCREW LOOSE AMUSEMENTS PIXEL WRANGLERS left to right, Al Lowe, Rueben Huants (essated), Bob Olesson, Mike Pickhinks, Reve Courad, Cindy Swafford, Josh Mandel (essated), Phy Williams, Karla Toung, Bill Shockley, Aubrey Hodges, Missing: Bar-bett the filtersp.

E

(Yes, we've lived on chocoists throughout this project.)
Plus we stole a little of the avesome art talent from the
Kine's Quest 8 and EcoQuest 2 team.

The programming faction of the team is equally talented (maybe even more talented then the artists): Senior Programmer Steve Conrad, who cut his teeth on Leisura Suit Larry 5, Cindy Swafford (of Dagger of Amon Ra farmal and tall foreign language translation genius Bill Shockley banded together to create numerous new special effects and improvements to scoommodate Al's ambitions design. Aubrey Hodges, composer of much of the authentic period music in Conquest of the Longbow. wented to be outhentio in this setting as well, an he immersed himself in Westerns, lots of Westerns, mostly nausastingly had Westerns, in order to capture the flavor of suthentic Hollywood. We had to hose him down afterwards. And Mike Pickhinks, veteran of dosens of crunch-mode Quality Assurance projects and a true analretentive personality (you HAVE to be if you're going to nick these sames to shrede), heads up our QA team.

And me, well, I'm what you call your Director/Producer, and when Al's in the john, co-designer.

So have fun. Enjoy all the puns and bad jokes and eight gags. Find all the little nasty insults and disgusting double-ontendres. Try all the stuff at the and of the hintbook under the heading. "HAVE YOU TRIED...?". Groan all you want, we'll unake more.

· Josh Mandel



THE HINTS

ACT I:

LIVING TRE



I'm just wandering around town, waiting for something to happen. How many years do I have to wait?

- Three We wanted to make sure you got your money's worth.
- Actually, you wouldn't have to wart long at all if you'd just DO YOUR JOB! (Read the take of the game if you don't know what your job is!)
 - You're the town Pharmacust, aren't you? Go into the Pharmacy Click the HAND cursor on the awanging countertop at the far left end of the Pharmacy counter and your first customer will come in.

The Pharmacy's locked. When does it open?

- When you open it, dumkopf. You own the place
- Have you looked in your inventory?
- You've got the key when the game starts. Just duck the key on the Pharmacy door to unlock at then click the HAND cursor on the door to open at.

There are bandits in the Pharmacy! What do I do?

- · You stop lying through your teeth.
- And you stop reading bogus questions
- There are never any bandata in the Pharmacy. This is one of those obsociated trick questions we use to team snoops like YOU from reading hints for puzzles that don't even ease!

Penelope gave me a prescription to fiil. How do I fill it?

- Well, you could start by reading the prescription.
- . Or you could nest guess, but that would take you a lot of trial-and-error.
 - Go into your Inventory screen and click the EYE cursor on the
 prescription. Then go into your laboratory. To get there, go into the
 Pharmacy's back room (through the door behind the counter) and click.



I'm out of the drug in Penelope's prescription. What de I do now? Help me, O Oiver of Hints!

- Use the handy order form in your package to order more.
- Sorry, owing to a managerial acrewup, we forgot to include the order form for Tyloxypolymole in the box. Looks like you'll have to improvise.

 Fortunately, we did NOT forget to include your Modern Day Book of Health and Hygiene, 1891 Ection. If you look up Tykixypchymde, you'll see that you can substitute Pepticyclamme Tetrazole

I think I've got the medication Penelope wants. Now

- Gee, let's think about thus for a minute. Somebody asked you for accepthing. Now you have it, but what should you do with it? There as attempted for you!
- Go into the Pharmacy where she's waiting for you. Now improvise
- OFFERT TO HER!

Penelope keeps coming back in and saying I've done something wrong. Why? What have I done? Did I wreck the game?

- . No. you haven't wracked the game, but you mearly killed Penelope!
- Pensiope will come back in if you do either of two things: give her the wrong QUANTITY of medicine, or given her an incorrect FORMULA that doesn't follow the book. Be sure to follow the directions in the manual carefully
 - Read the next hint if you need to know, step by step, how to make the prescription

I've never been a Pharmacist before, at least not in Coarsegeld. I'm in the Laboratory; how exactly do I fill the first prescription?

- Chick the HAND cursor on the GRADUATED CYLINDER to pack it up.
- Click the HAND cursor on the bottle of PEPFICLYMACINE TETRAZOLE to pack it up. Now more it onto the GRADUATED CYLINDER until the words GRADUATED CYLINDER appear at the bottom of the acreen.
- Click Lie bettle of PEPTGLYMACINE TETRAZOLE 8 throw on the GRADUATED CYLINDER. The number of multibares should increase by 5 every time you clock the total should be 40. (If you go over 40. you'll have to click the GRADUATED CYLINDER on the Waste Reseptach on the right of the table to empty it and start
- Now that you've got 40 ml. in the ORADUATED CYLINDER, place the bottle of PEPTECAYMACNET TETRAZOLE back on the shelf. Clack the HAND curror on the bunch of MEDICINE SOTTLES (the yellow and blue bottles). One shill appear as a curror. Clock the MEDICINES DOTTLE so the work table.
- Click the HAND cursor on the GRADUATED CYLINDER and click the GRADUATED CYLINDER on the MEDICINE BOTTLE. The words MEDICINE SOTTLE (EMFTY) should change to MEDICINE BOTTLE.

- (40 ml). Click the GRADUATED CYLINDER back on the shelf where you got it.
- Click the HAND cursur on the pile of CORKS Click the CORK on the

Helen Back, or "Mom" as abe's sometimes called, is a bit of a birmouth. How do I get rid of her?

- Tie her up and dump her in the swamp
- · Give her what she wants and maybe she'll go away.
- She s given you a prescription to fill. Pall it correctly and she'll leave?

Mom's prescription is a little tougher than Penelope's. How exactly do I make it?

- On to the Laboratory as you did for Penetope's prescription (by eliciting the HAND cursor on it)
- Pick up the ORADUATED CYLINDER and put it on the work table
 Pick up the bottle of BISMUTH ENTEROSALICYLINE and clock it on
 the GRADUATED CYLINDER until the ORADUATED CYLINDER reads
 it and Replace the BISMUTH SPREEDSALITYLINE on the shaft
- Pick up the BEAKER and click it on the work table. Pick up the ORADUATED CYLINDER (15 ml) and click it on the BEAKER until to BEAKER reads (15 ml). Put the GRADUATED CYLINDER back on the shelf.

Pick up the PHENODOL OXYTRIGLYCHLORATE and click it 6 times
on the BALANCE on the right ade of the table. The BALANCE abould
say (30 gm.). Put the PHENODOL OXYTRIGLYCHLORATE back on the



- Pick up the BALANCE pan and chek it on the BEAKER. The BEAKER should now read (45 ml.). Replace the BALANCE pan out the scale. Pick up a GLASS ROD from the bunch and clock it on the BEAKER to subcratically set the ensurer. Then clack the GLASS ROD on the
- Lastly, clock the BRAKER on the PELL MACHINGS at the way on the left and of the work that The PELL MACHING Standar lower and (4s and) Papilson the BRAKER on the shelf. First up an empty MEDICONE SOTTES and clock the MEDICONE SOTTES it made on the PELL MACHINE (side shorty), because the pell mechan needs to make three pains at a time! The MEDICONE SOTTE should now we did painly Put the MEDICONE SOTTES on the work table, pork up a OORK and else's the FORK for the mendation below.

Little Tees keeps asking for penny onedy. But I can't find any!

- She's not asking for what you think she's asking for
- · She's asking for someONE
- . Introduce her to that shmeball, Penny Candy

Who is Penny Candy, and why are you saying such nasty things about her?

- She's a fictitious character, so I can say whatever I want to say shout her! You've not the boss of me!
- . Ey, why are you reading this hint anyway? You chester!
- Neither Little Tess nor Penny Candy exist in this game. You've obviously got way too much time on your hands.

I can't read Madame Sadie Ovaree's prescription! I hope she doesn't die.

- . She won't die. This is preventative medicine
- You can experiment on her all you like. But it would take five hundred soonkeys working in five hundred like screens over 1,000 years to find out what she really needs.
- You can find a way to read that prescription before you can give her the correct medication. Doo wrote it, so be can help

How exactly can I tell what's written on Madame Ovarce's prescription?

what might a heavy drinker be holding?

- Doe was extremely drunk when he wrote the prescription. Doe's in the salcon. Go find him and see what you can do.
- Doe was literally drinking when he wrote out the prescription. Perhaps has vason was obscured by something he was holding at the time. Now.
- Pack up Doe's whisky glass, on the table in front of him. Now go into your inventory screen and find the prescription. Can you take it from
- Chric the whisky glass on the prescription. Now you can read the prescription through the bottom of the glass?

What do I do with a prescription that's obviously

- Oet the Dooter to change st! You're not homsed to do st wourself!
- Get the Dootor to change it. You're not Boensed so do it yourself.
 The Dootor won't change it unless he knows what's wrong with it.
- Perhaps you should refresh his memory with a little visual aid!

 Once you've chicked the WHISKY GLASS on the prescription to read it.
- e Once you've content use writisk't Calabas on the Doe in the Salcon. He'll correct it for you (you hope')

What do I do about an empty alcohol lamp? I mean, what would YOU do about an empty alcohol lamp?

What I would do about an empty alcohol lamp? You talkin' to ME?

- I'd fill it with something highly alcoholu. In fact, I think there's a
 hottle of highly alcoholue elixir (Dad Gumm's Magic Elizir) that would
 not the purpose nacely.
- · Look behind the Saloon.
- to out the back close of the Salom, where you can see the window into Mom's Cafe. There's a wagon in the foreground with a round yellow bottle on the seat. Cock the HAND cursor on it to pick it up.
- Now go to the Laboratory and click the elixir bottle on the empty alcohol lamp. There you have it one sloobel lamp, fully fulled!

Madame Ovareo keeps coming back saying that one of her girls grew a beard. Yet I'm SURE I followed the directions exactly! I'm almost SURE!.

- The Doctor was absolutely amashed when be wrote the prescription. Maybe he got acceptance REALLY wrong
- Don't just read HOW to make Testosterate Read what Testosterate is POR. Isn't something suspectous bree?
- Did you READ the description of Testosterate on page 28 of the Modern Day Book of Health and Hygreson Tr's not even for women. Maybe Doo didn't realize that?



How do I make "Testesterate?"

- This one's a long one. Ready⁹ Good! Go to the Laboratory as you did
 for the first two symmetrylans.
- Pick up the GRADUATED CYLINDER and put it on the work table
 Pick up the PHENOX SUPHONPHTHALINE and click it 2 times on the
 GRADUATED CYLINDER so that the GRADUATED CYLINDER reads
 (10 m) 1. Realize the PHENOX SUPPHONPHTHALINE on the shall
- Pick up the ENTEROMAGNELINE powder and chek it 6 times on the BALANCE. The BALANCE abould read (30 gm.). Replace the ENTERO-MAGNELINE powder on the shelf.
- Take the BEAKER off the shelf and place it on the work table. Pick up
 the GRADUATED CYLINDER and clu k at on the BEAKER so the
 BEAKER reads (10 ml.). Put the GRADUATED CYLINDER on the shelf
 Pick up the BALANCE para and cluck it on the BEAKER so the BEAKER
 reads (40 ml.). Pephote the BALANCE para to the BEAKER.
- Price up the MATCHESS and click them on the filled ALCOHOL LAMP to light it. (If your lamp isn filled, you're in trouble* See the bins | the before this on "What do I do shout an empty alcohol lamp"; I Peplace the SATCHESS on the shelf "Pick up the BEAKER and click it on the list ALCOHOL LAMP. Wast until the ensuming may it is bosing. These it on
- Pirk up the RESERPULINE OXIDE and chick it ONCE on the BEAKER.
 The BEAKER abould read (45 m.). Replace the RESERPICIANT OXIDE on the shalf, Pick up the INTRASTLOCYNNIE and chick; it of times on the BEAKER until the REAKER reads (75 m.). Replace the NITRASTLOCYNNIE on the MEAKER.



- Pick: up a STIRRING NOD from the bunch on the shelf and dock it on the SEAKER to set. Clerk the STIRRING NOD on the Waste Recopitable in the work table to throw it out. Clork on a MEDICIN'S BOTTLE and place it on the work table Cliffs on the SEAKER and click it on the MEDICING SOTTLE. The MEDICINE BOTTLE should now read (75 m): Piccut the BEAKER that on the shelf No need to wash it?
- Still with saft Chek on a CORK from the pile of CORKS and clock the OORK on the MEDICINE BOTTLE Presto-change?

I can't get in the brothell It keeps saying, "Wait until dark, Freddy."

- It sen't open 24 hours, that's all there is to st.
- You can't meak in.

 Wart until dark! It WHL get dark eventually, and then you can go m, provided you have nothing more urgent to do

How do I make "Estrosterane?" • Very carefully! <nm shot>

- You follow the directions on Page 15 of the manual.
- OK, here a how. Go to the Laboratory where you made the previous prescriptions. Choic on the BIMETHYLQUINOLINE crystals and chick 3 times on the BALANCE so the BALANCE reads (15 mm). Replace the
- Prick up the MORYTAR & PESTLE and place it on the week table. Clock on the BALANCE pan and clerk the BALANCE pan on the MORYTAR & PESTLE The MORYTAR & PESTLE should now reed (15 gm.) Replace the BALANCE pan on the BALANCE.



 Click the HAND cursor on the MORTAR & PESTLE 30 gen. to grand the powders. When the granding is done click the HAND cursor on the MEDICINAL PAPERS to pick one up. Click the MEDICINAL PAPER on the work table. Set out 5 more papers the same way, so the there are 8

- MEDICINAL PAPERs on the work table
- Pick up the 5 gm. MEASURING SPATULA and click it once on the MORTAR & PESTLE, which should change to (85 gm. I. Now click the 5 gm. MEASURING SPATULA on one of the MEDICINAL PAPERS. The paper will have a little pile of proveder on it.
- Do this five more times, transferring 5 grams at a time from the MOSTAR & PESTLE to an empty MEDICONAL PAPER. Where all 6 MEDICONAL PAPERS are full, place the 5 gm MEASURING SPATULA back on the shelf. Also put the MORTAR & PESTLE back on the shelf.
- Lastly take a given MEDICINE BOX off the shift and clock 4 on the
 work table: Clast on a NERDICINE PAPER to pake 1 tap clash it on
 MEDICINE BOX which should now read MEDICINE BOX 1 powder!
 Clack on each of the other's MEDICINE, PAPERs to find them up and
 put them in the MEDICINE BOX you're flushed because that's
 new been pot in the MEDICINE BOX you're flushed because that's
 each by how many marginer the MEDICINE BOX will stop

That poor Smithie! He looks like he's in terrible pain. Do I have what he needs?

- That depends Have you looked around the Pharmacy
- You have one tube left to stock. Smathe could've found it himself if he'd looked, but apparently he's too sensation. Check out the left damlay.
- There is a blue tube of PREPARATION G on the top of the left table in
- Now that you've found it, open up your inventory Window, select

The Sheriff closed me down! What did I do wrong?

- · You moved to Coursegold during a particularly bad time.
- · Nothing!
- And what's more bey, you shouldn't have gotten me started on that Shartf — he's been doung this all over lown, shutting down businesses and writing people for no good reason. What in the WORLD is be up to? You'll have to wait for the next exerting Act to find out?



ACT II:

THE PLOT SICKENS



I'm going to be sick. Can anything stop the horse's flatulence?

- Yes, or there wouldn't be any more game past this point
- Plaintence is easily cared, whether in man or beast.

- Unfortunately, you must first determine the CAUSE of the flatulence.
 So do the following things: first, build yourself a gas mask so that you can approach the horses.
- Then, capture a sample of the horse flatulence and analyze it according to the Modern Day Book of Health and Hygreine
- Lastly, create and dispense the proper anti-flatuient for that particular source of flatuience.

How do I survive long enough to save the town from horse flatulence?

- Well, staying inside helps, but you can't do everything you need to do and stay inside at the same time
- · So you'll need to quackly useemble a gas mask
- Then you'll need to quickly diagnose and treat the flatulence with the appropriate medication

A gas mask would be a good idea, but I can't find one.

- They didn't have gas masks in 1868. You'll have to improvise
- You improve by finding the proper four items and assembling them in the correct order.
- You'll need an empty tin can, a leather strap, a handful of charcoal, and an new pock. Each of those thous can be easily found around town.
- The tin can and see pack can be found at any time. The leather strapand the chargonican only be found after Act 2 starts!

 In your Inventory Window, click the ICE PICK on the TIN CAN Then click the CHARCOAL on the TIN CAN Lastly, click the LEATHER STRAP on the TIN CAN

Where do I find what I need to make the gas mask?

- Who wants to know?
- On, it a you. The TIN CAN is on the shelf in the foreground in Mom's Cafe.
- The CHARGOAL is in the forge in front of Smithle's place during Act 2. The LEATHER STRAP is there too hanging of the wall next to a rope.
- The ICE PICK is belund the Salcon, etuck in a barrel (go out the Salcon's back door).

Is there a chemical that will oure the horses?

- Yesuresbob!
 It's something you'll make in the Laboratory
- Aminoshvilla Citrate is the appropriate chemical for carring the horses

- Manager and St. St.

There are so many possible caused: Do I have to try each and every one?

 No! In fact, that would take longer than conducting a simple and proper diagnosis.



- The procedure for diagnosing the horse flatnience can be found on pages 38-39 of the Modern Day Book of Health and Hygnese.
- Basically, you'll get a sample of "Horse Flatus," and burn it while viewing the flame through a gas spectroscope. The readout will determine which medicine to use. It's ensire than it sounds.

How do I get a sample of flatus?

- Yours or someone slacks
- Oh, you mean the horse flatua! Simple Use a paper bag. And you'll need a gas mask to get close enough to the horse's 'tail."
- . Get a paper buy from the back counter in Chester Field's Mercanble
- Make sure you have a gas mask handy. Go outside to where horses are atanding. Make the paper bag your "scrive inventory stem" by opening.
- When a horse's tail flutters in the breeze quickly click the PAPER BAG culters on the horse a butt. Whenever!

What good does a sample of horse flatus do me?

- Well, you'll be the only one in town who carries around a bag of horse
- And you'll be able to use it to determine which medication to give the horses (or put in their water)

 Now that you we got that fart in the bag, do a spectrographic analysis of the flatus as shown on pages 38-39 of the manual.



I hate analyzing spectrographs. That's why I flunked out of Freene Spectrographic Analysis Tech. Can you translate?

- · Didn't you take Organic Chemistry in college?
- Didn't you read pages 36 and 39 in the manual? The ones with the five "most regression tintypes" of the most common causes of flatalence?
- If you did neither of those things, on wonder you're having problems.
 The strange on the trabuse resign that the become feet must be

How do I make "Aminophyllic Citrate?"

- It's far easier to have some.
- · But you can't. (You can dream, though, can't you?)
- All right, all right. Go to the Laboratory as you did for the prescriptions in Act 1. Put the GRADUATED CYLINDER and the



- Pick up the SODIUM BICARDONATE and massure out 40 gm on the BALANCE. Dump the 40 gm in the beaker
- Ptok up the FURACKLORDONE and measure 15 ml. into the GRADUATED GYLINDER. Put this also into the beaker
- Clock the WATER on the GRADUATED CYLINDER tall it reads (45 ml. Add the WATER to the BEAKER. The BEAKER should now read (400 ml.)
- Pick up the MAONESIUM SULFATE (it a all the wa) on the LEFT of the shelf, next to the Medicine Boxes). Clack it just once on the BALANCE Add that so the BEAKER THE BEAKER WILL now resol to the
- Lastly pick up a STERRING ROD and click it on the BEAKER. After the stirring is done, click the STERRING ROD on the Waste Receptacion to throw it out. Click the stirred solution on an empty MEDICINE.

Tell me how to make "Trichlorphosphate Atrixine?"

- a Dro sovery Dave Team't do that.
- · Aw, hell, all right, since you saked so mostly
- Go to the Laboratory is some other game where you can make
 The Chromosophate Artimume. Click games with you pack up stiller The
 Chief Phosphate, or Artifume. Put it in a Beaker. Now find the other
 three parts. State, don't still a State of the State of the State
 PERSON PHARKAS instead, stiller on the State of the Institute of the
 The Chromosophic State of the State o

How do I make "Origami?"

- I think it a with two eggs, some chasse, and non-stick cooking spray
- No, waii, that's an Omelette "Origemi" is an herb, wild marjoram to be precise, that goes well with a variety of mest and cheese diabes
- No wait, that a Oregano "Origami" is the Japanese art of paperfolding. There are lote of good books on Origami at your local public library, including. New Adventures in Origami' by Robert Harkin, which are great hook to heart the baser.

What do I do when I think I've got the cure for the borses?

- · Cure them, slowpoke^f
- · Hint, it involves going outside with the cure

Then find yourself a bunch of farting houses. That should be easy!

Clack the cure either on the horses themselves or on the water trough where there are horses depictors. Socied.

What's the usual approach for dealing with small stampedes? I was just curious, I wasn't looking for a hint or anything.

- Oh, then you won't mind if we don't give you one
- But since that is a hint book, perhaps we can subtly secution how people deal with garden sloge they put out little dashes of beer, and the sloge like the beer so much that they crawl into the dashes, get drunk, and drown in the beer.
- Ob you wanted accepthing more explicit, did you? Very well click the OPEN BEER bottles on the Small Stampede

Where can I find a good, high-quality domestic beer?

- . In a had, low-matrix local whisier inent
- Like the Online Balla Saloon
- Go into the Golden Balla Saloon, then open your Inventory. Window and
 click the ARHOW cursor on the MONEY given to you by the Smithe
 Now click the MONEY cursor on the "OK" button to close the Inventory.
 Window and click the MONEY cursor on Sam the Bartmeder to get the

How do I open the Loebruu?

- With a bottle opener
- Also known as a "church key" (No indding, bottle openers were called "church keys" for decades. We didn't suake this up.)
- Get it? "Church key"? Ruh? Huh? It's a HINT! Try looking around the Church in back along Bluff Street.
- Clark the HAND cursor on the Church doors to open them. Clark the EYE cursor on the right hand doorknob on the INSIDE of the door to get a close up of the key in the lock. Clark the HAND cursor on the key to take it.
- Now open your Inventory Window and click the APIROW cursor on the CHURCH KEY. Chok the CHURCH KEY cursor on the BEER to open



I think I can sense a notential Fuithful Indian Sidekick in . Wast until Seev in actually shring DOWN the slide, or in standing on the ground. You can only take the ladder by clicking your HAND the vicinity, but he's in a bit of a pickle.

- · Van he well be your Faithful Indian Scielcack of you remove him.
- . One of the qualities that would make him such an excellent Scielock in the fact that he has the physical respect for life, even animal life.
- . Seem won't aten on the ania to set off the anthill. You need to find a

Where can I find something to help the Indian онсаро?

- · From reality, or from the authili? If it's the anthill
- · look in the School playground.
- · You'll find something in the playground that will help Stani

Sincy is interfering with my plane to steal semething.

- · Sheey in a rotten kid.
- . Just thought I'd mention that so you won't feel too badly about takense the ladder he's using

I am having most difficult of times rescuing Srini, yes! Please to explain exactly how I so about performing a most honorable rescue, thank you muchly

- · Get the ladder from the playeround. · Go to the antibili at Robertson Cliff where Srusi is softing.
- . Go into your Inventory Window and click the ARROW cursor on the

What's wrong with the townspeople? Gastrically speaking, I mean?

- · Their bowels are in an uproar!
- . Have you seen the line at the outhouse lately? Try using the LCOK cursor, the EYE cursor, and the TALK cursor on all those people
- . Try thus: so to the outhouse screen where everyone a standing (near the BOTTLES on your inventory on the RUNNING WATER Maybe you can
- . Just click the bottles on YOURSELF to drunk the water from the lower

What's a good cure for loose stoole?

- · Some good carpenter's plue always does the truck for me
- . Oh, you mean THOSE kunds of stools! Well, I don't know, what does your manual my about daughes?
- . The accepted cure in 1888 for loose stools as a good drunk of Basaloylate Antitoxidene You'll find the formula on page 9 of your manual

I need a way to get my cure to the public at large. What do I do with it?

- · Well, don't drink it, it's highly concentrated!
- · And don't give it to anybody elec. The idea is to find some place where everybody sets their water · Look closely on top of the Water Tower. See
- anything unusualo . There a a hatch on the top of the Water Tower
- formulated, thet will cure the town I'm trying to get to the top of the water tower. Is there

any way to do this, or am I running up the wrong flagpole, so to speak?

- . It's dangerous! Are you sure you want to fay?
- . Go get your ladder from the authall where you saved Strox. You'll need it.

- · Also, he sure to get a hank of rope
- . If you don't have at look on the Smalthe abort part to where you found.
- . OK here we en. First, ones your Inventory Wundow and click the HAND cursor on the rope to make a lasse! Wanna take it from here?
- . No? Chicken! OK click the LADDER on the base of the water lower, on the right side. Click your BOOT cursor on the ladder to clumb up to the ladder to pick it up again. OK surely you can figure it out from here!
- . What, you want more? OK, Click the LADDER cursor on the aids of the
- · Weil. MOST people would be set, but apparently you want the nittysynthese. Click the BOOT cursor on the ladder to walk up st. Click the LASSO cursor on the very tip of the tower top to throw the laws up there
- · Almost there! Click the HAND cursor on the lasso to use it to climb up on the roof. Click the HAND nurser on the large shingle on the right. side of the roof to open it. If you have the PURIFICATION SOLUTION,

How do I make Bisalicylate Antitoxidene?

- · A nunch of thus, a seconful of that, and a whole lotts love!
- · Sheesh! The directions are right there in the manual, on page 91

- OK, hang on, I'll explain it step-by-step. You must be in the Laboratory
 where you've made all the previous precriptions.
 Price GRADMATER CYLINDER of TEST THEE and a MEDICANT.
- Pot ROMADON TO CYLINDER, 8 1251 TOBS and 8 882500002.
 BOTTLE out on your work table. Pick up the MATCHES and chick then on the ALCHOL. LAMP to light it. (You can put the matches back on the shelf.)
- Put 25 ml of BISMUTH SUBSALICYLATE in the GRADUATED CYLINDER, which should now read (25 ml). Pour the contents of the GRADUATED CYLINDER into the TEST TUBE.
- Now get the ORPHENAMETHIFFDRIDE and chick it just once on the GRADUATED CYLINDER, which should now read (5 ml.) Pour that into the TEST TUBE which will change to (30 ml.)
- Click the TEST TUBE (30 ml) on the ALCOHOL LAMP. As soon as the
 measage tells you the chemical is boiling, you can pour the chemical
 into a MEDICINE SOTTLE and cork it. Hey Presto' You re got.
 Purification Solution.

The Saloon is on fire! My gosh! What do I do now?

- . Wake up! Get out of bed! Go see the fire! Bring popcorn!
- What's this? The Saloon isn't on fire!
- HAH! The Saloon doesn't catch on fire in this game. It's another building entirely.

How do I get out of the jail cell? Sheriff Shift is rather unconcerative?

- . Before we answer this question, we have a question for YOU.
- . How did you wind up in the Jail Oell?
- Con, you he lake a dog! There a no way to get IN the pail cell. 'Fam up!



What do I need to put out the conflagration at the Assay

- · You'll have to improvise for a change
- What's a good homemade fire extinguisher? Something you can eafely dump on all kinds of fires to put them out?
 - BAKING SODA! You'll find a huge pile of Baking Soda sacks on the Pharmacy porch saytime you used it.

Help! I'm on the swing and I can't get off!

- You can get off the swing if you want to.
- To do that, chick the HAND cursor on yourself during the BACKSWING only?

 Do that encurb times and you'll come to a complete stop. Their click.
- the BOOT cursor where you want to walk, and you'll get off the swing

 Whatever you do. DON'T click the HAND cursor during the

Where do I find a fire hose?

. In the firehouse, of course

way to bandle the problem

Which must be in another game.
 Because there can to fire hose OR a firehouse in



I understand there's somewhat of a drought going on. So how do I not the fire out?

- . First wou'll need the baking sods. Then go to the Assay Office.
- Open up your Inventory Wundow and click the ARROW curror on the BAKING SODA nom. Click the BAKING SODA curror on the "OK"



- Clack the HAND cursor on the swing to at co.ii. Clack the HAND cursor on yourelf to start "pumping." To this again, a couple of times, only on the PORWARD swing, so that your less are STECKING UP IN THE AIR ATTHE END OF THE PORWARD SWING! Be sure to clack on YOURSELF or the swing wool get any bather! (Don tack suywhere
- Now, when you re at "full awang," chek the HAND curver on the ROOF
 of this school during a PORWAID SWING. (If you click on the roof
 during a BACWARD swing, you'll instants your jump and shall
 you'real?) Do it correctly and you'll take a flying leap and land on the
 roof.
- Lastly, click the HAND cursor on the "up" end of the me-assw (the end withOUT the baking sods on it) Wherever!

I can't get back to sleep! Too much excitement for one night!

- Srum is at peace with the world, why not talk to him? Maybe he has a suggestion.
- Didn't somebody want you to visit them tonight? Someone who wanted to "take accepting out in trade"
- Do to the Orehouse Walk around ewhile and talk to the girls. In about e-munule, Madame Ovaree will come out to see you, and the rest will be history!

ACT III:

GUNS & NEUROSES



What am I trying to do? Where do I go now?

n Meet

- What do you think this is, a multiple choice question-and-answer thing?
- . One question at a time, for cryun' out loud!

What am I trying to do?

- You're trying to get ready to be a gunstinger (Read the text in the game, that's always a good start.)
- You've got to equip yourself first.
- You've looking for the following three items guns, bullets, and something to clean the guns with (after all, it's been years since you touched them!)

Where are my gums anyway? It's been so long since I used them!

- You put them away for safe-keeping
 So they must be kept in a safe
- · So tany must be kept to a man
- Specifically: they're in your safe-deposit box in the wall at the bank'.
 Now all you have to do is find your safe-deposit key and give it to the Banker'.

That pie sure leoks good. How do I get it?

- Just take it off the windowall when Hop Singh and't looking (bee bee bas?
- Mom bates flies and filth, and according to Hop Singh, Mom makes him
 do a lot of cleaning. Perhaps you can find some way to get Hop Singh
 out of the intchen and into the restaurant to do some cleaning.
- Specifically, maybe you can find a way to bring a lot of FLITH and FLIES into the restaurant, and then snatch the pse while Hop's cleaning up the uses

- Go out onto East Main Street, by the Pharmacy, and clock your HAND ourses on the pile of Horse Ptop. (Hey, be glad we didn't put any in the box')
- Now go into the Cafe and click the HORSE PLOP on the CAFE floor (or on the wall above the floor) to do a plop drop
- When Hop Singh comes out and starts to apray the bugs, quickly leave the Cafe, run around to Mom's Rear, and grab the see while Hope

I didn't make it to Mom's Rear in time! Hop Singh is back at the window, even though I did what you told me!

- . You in his water now!
- · Actually, you can try again if you need to.

Smeh s still out of the kstchen!

 If you take too long getting back to Mon's Rear, you'll have to do the Plop Trick again. You'll find more Horse Plop somewhere on Mana.

Where do I go now? Where can I find the necessary gunnlinging equipment?

- The letter from Philip D. Graves will give you a hint as to the location of the grans
- . Someone in town who has sume of his own can get you the rest.
- The guns are in a safe-deposit box at the bank, the Sheriff will give you
 the bullets and run-cleaning lot, in exchange for something bed like

Where can I find some ammunition? I'm fresh out and I'm tired of looking!

- Anyone else in town have guins?
- What about the local version of law and order, if you can call it that?
 Sheriff Shift has ammo, which he'll trade for something to drink or
- something sweet and fattening to eat.

 You'll want to give him me or coffee. Go to the Cafe and either get the
- per (see the previous hint about getting pie) or click the HAND cursor on the COFFEE FOT on the table to get a cup of coffee. Take either one to the Sheriff and click it on him.

Whenever I fire my guns, I die!

- Maybe you shot yourself^a
- Maybe you shot yourself and got thrown out of the gazes entirely, which is what you deserve for trying such a STUPID track!
- Maybe your guns are too DIRTY They've been lying around for a decade. You'll have to clean them with the Cleaning Kst.



Where do I find something to clean these old guns?

- Who else has old suna?
- The Sheriff does! Remember how you gave him either pie or coffee to get the billiots?
- Well give him the OTHER time either coffee or pie, whatever you DIDNT give him the first time — and he'll give you the gran-cleaning left



I can't find my safe-deposit box key anywhere

- Read any good letters lately?
- Late the one locked in the drawer of the locked roll-top deak in the Pharmany Office?

- Explore any not-very-crospy cometeries lately?
- You gave it to your freed Philip D. Graves to keep. Unfortunately, but just doed '80 go to Reboot HeI at Bast Holf Street. Clock the Harby cursar on the SHOVEL to take it. Open your lovestley Window and clock the AHROW cursor on the SHOVEL, and clock the SHOVEL cursor on the "ON" betton to close the window.
- Now click the SHOVEL curror on the recently filled grave (the large one
 in the center, front row). You'll dig all the dirt out of the grave. Now
 click the HAND loon on the open grave. Pyew! Yuck! Bungo! You've
 new your State Inspect How Year.
- If you've got even the slightest respect for your old pall you'll click the SHOVEL cursor on the grave again to fill it back in

I can't get my desk open. How could I have been such a feel to lock it in the first place?

- We can't asswer that question. You'll have to look deep made yourself
- Better vet, don't bother. Just get a key and unlock it.
- Not just any key will work. You'll have to get your deak key. It's in the
 upstairs bedroom at the Pharmacy.
- Once you've got the key, amply click it on the closed roll-top of the rolltop deak in the Pharmacy Office.
- Now click the same key on the little drawer on the right-hand aids of the deek. Click the HAND on the drawer to open N, otick EYE on drawer and once more, click the HAND on the LETTER to take it.

Where do I find my desk key?

- Don't you remember? Honestly, some people!
- Maybe we forgot to tell you that it's in your bedroom. So it's in your bedroom?
- Go upstairs to your bedroom: Click your HAND on the nightestand
 drawer arounst this back wall. Click EVE on drawer. Click the HAN.

How exactly do I go about getting my guns? Tell all; youth wants to know!



- Get your Safe Deposet Box Key. (Check out the previous hint about how to find the Safe Deposit Key)
- Oo to the Bank. Open the Inventory Window Cliek the ARROW currior on the SAYE DEFOCR'S BOX KEY 'Cut the SAYE DEFOSIT' BOX KEY currior on the "OK" button to close the window then cluck the BAYE DEFOSIT KEY currior on the Banker.
- When the Benker returns with your Safe Deposit Box click the HAND ourses on the box to open it. Now click the HAND cursor on the FOLIZED NEXERCHEE' to open a up. Lastly, click the HAND cursor on the GUNS to take them? You may now click the EXIT cursor to close the box and get your SAFE DEPOSIT BOX KEY back (unless there a generating else you wazzled to 6 there?)

How do I do some target-practicing?

- You'll need all your equipment, plus some empty bottles. If one of your
 empty bottles has something in it, drink up. You won't shoot empty
 bottles.
- Are your guns prepared? Let's hope so. An accident at this point might damage your stender and talented hands.
- Once you've got your guns prepared and your empty bottles, go to the fence at West Bluff Street. Stren should be waiting for you.

 Once the Inventory Window and click the ARROW cursor on the
- not foo littera, non-kon as seena no do some critica buscircinis. Stobe Aon se

I think I'm ready to assume my Secret Identity. But what do I need to complete a gunslinging costume?

- Boy, lotal
- You need footwear, nackwear, bodywear, and firearmswear Fortunately, you already have the firearmswear from the Target Practice (unless you foolashly put your gun back in the Safe Deposit Box 44 the Stank'!).
- . Oh, and like Srini save, you need a way to diaguise that missing ear!
- To be painfully obvious (that's what you want, doin't you?), you need a neclerchief, a cowboy sunt, a pair of boots, your partols (which you should already have by now), and a fake ear.

Where do I find a neckerchief?

- · At the at the at the Haberdasher's! (Gestandhest!)
- Think back. If you've got your guns, you've already seen the
- The guas in the sufe-deposit leax were wrapped in the nackerchaelt Go back to the Bank. Open the Inventory Window. Click the ABBOW DOX KEY COUNTY OF THE OWNER OF THE OWNER OF THE OWNER UNITED WINDOWS THE OWNER OWNER OWNER WINDOW THE OWNER BOX KEY COUNTY OF THE OWNER OF THE WINDOW THE OWNER OWNER OWNER OWNER OWNER OWNER OWNER OWNER OWNER OWNER.
- When the Banker returns with your Safe Deposit Rox, chaft the HAND currer on the box to open it. Now claim the HAND curror on the POLIDED RECENTRICHER TO open to go it about to empty. Chok the HAND curror on it again to take it. Gale the EXT icon anywhere on the screen to gree the and-deposit bot back to the Banker and get the

Where do I find my cowboy clothes?

- Did you want to play the game, or did you just want us to tall you how
- Then again, maybe you bought this book JUST to get this ONE hint, so I excess we have to fell you.
- Go into the Pharmary Bedroom upstairs: Click the HAND cursor on the TRUNK LID at the foot of the bed. Click the EYE cursor on the inside of the trunk. Click the HAND cursor on the closeup of the cickies. Now works maken.



Where de I find my boots?

- · Have you found the claum check yet?
 - Have you seen a pair of boots sitting around unclaimed anywhere?
 - . No? Well, what the hell HAVE you been doing?
 - Don't answer that Just go into the Pharmacy Bedrocen upstairs. Open the large drawer on the right, under the mirror, by clicking the HAND cursor on it. Now click the EYE cursor on the inside of the
 - Head out to the Barber Shop and go made. Open your lineatory
 Window and click the ARROW cursor on the CLAIM CHECK. Chick the
 CLAIM CHECK cursor on the "OK" bettle to close the window, and
 then click it on Salvatore the Barber. He'll give you your bools! Way is

How do I disguise my had ear?

- What had ear? You mean your MISSING ear?
 - . On to Whattim William the General Store
- . Get yourself a new one! Not a REAL new ear
 - Willy He'll give you a little lesson in "Lost-

From what material our I make a fake ear?

- . Wax would be almost the right color, but your body heat would make it too alumery. It might fall off of that little storm of cartilage that's left
- . Clay is easy to eculot, but it mushes swfully easy. It would also set
- . Silver is very traditional for Western Herns (such as for their bullets

I want to do some carving, but I've got nothing to carve with!

- · Avr. noor habed
- · SOMEbody around here must having a knife. Have you been to the
- · Whittilin Willy has a whittlin' knife, but he won't mat give it to you the window, then click it on Whittlin Willy. Ha'll give you a little lesson in "Lost-Wax Casting" Leave the General Store and then come

What are the necessary tools and ingredients for making the fake ear?

- · You'll need good artistic sense and knowledge of light and form and perspective.
- . Okay, forget that. It just won't be the most realistic ear in the world.
- . You'll need a whottlin knufe, some clay to make a mold, some candle

Where do I find candle wax?

- From a candle
- . Dripless candles won't work. Votive candles are better.
- Go to the Church al Central Bluff Street. Click the HAND cursor on the Church Doors to open them. Click the HAND cursor on the candles to get some wax. If you're courteous, you'll close the doors again. but

Where do I find some clay?

- Ramember that grave where you got your safe-depose key back from your dead pair.
- No^o What a lousy memory! It wasn't that long ago!
- The dirt in that grave booked red, didn't it? In fact, all the dirt in Reboot
 Hill is nich with clay. Go to feeboot bell on Weet Bloff fit. Clock the
 HAND curron on either the place of dirt cast to the grave you dug up, or
 on the grave steel (IP you did Plut the boot of filling has grave back
 up when you were done robbing hum?)

Where do I find some silver?

- Earlier in the game, did you notice Srini hard at work, creating a display? It won an award for him!
- Look around the Pharmacy Maybe you'll spot Smu's new award.
 Maybe you won't. But you should.

Provided you've successfully completed your target practice go back to
the Pharmacy Mana Room. Look on the green wall on this right sade of
the screen, you'd use a mealine manging on the wall. Click the HAND
cursor on the medalison to take it off the wall.



Tell me exactly how to go about fashioning a fake ear.

- Just do it how you'd normally do it in real life. Never made one before?
 There are plenty of books at your local public library on fashioning fake
 - Okay, this is the last time you'll need to use the Pharmacy Lab Oo there. Give it a try.
- Now that you're standing at the Laboratory work table, let a begin our venture in Lost-Wax Gaiting. Start by chicking the RNIPE curror on the CANDLE WAX to carre the wax. You'll get a wax ear: Click the ARROW cursor on the CLAY then clark the CLAY cursor on the WAX EAR to makes a wax filled most.

- Light the ALCOHOL LAMP by choking the MATCHES on it.
- Chek the WAX-FILLED MOLD cursor on the lit ALCOHOL LAMP Received, wou've got an empty mold us the shape of an ear! You've
 - Now put the CRUCIBLE on the work table. Chick the MEDALLION oursect on the CRUCIBLE. Click on the CRUCIBLE to pack it up and click it on the list ALCOHOL LAMP. The solver quickly melts. Click the
- Still with us? Click the EMPTY MOLD cursor on the GRUCIBLE WARLITED SILVER! Now you're got a selver-filled mold!
- Don hat time⁽¹⁾ Open up the Inventory Window⁽¹⁾ Click the HAND cursor on the SILVER-FILLED MOLD kom⁽¹⁾ You acrape away the silver and hadaal Silver ear⁽¹⁾

Fve got everything I need for my containe, but I don't know what to do next. Start me on my life of gunslinging!

· OK, you sure you've got everything? Wear something, then!

- You've got the Boots, the Neckerchief, the Cowboy Outfit, the Pietols, and the Silver Ear? You're positive? Don't be in the Pharmacy Lab, you'll need to see yourself on screen for this
- Open up your Inventory Window and clock the ARROW cursor on ANY
 cos of the centume steam. Clock the laren on the "CNC" better
 inventory Window and clock the lestic on YOURSEZE to wear. It is you
 and from will return to your bedroom to wear the goods, and fine your
 final acres of challenges"

ACT IV:

SHOWDOWN AT THE HALLELUJAH CORRAL



I'm tan, rested and ready! Where are my services

 Try moseying around Mam Street and see what old friends you run into

- Talk to Chester Field, who's standing near the Sakoon. He'll tell you where the latest problem is.
 Lounto the Sakoon and take a look at the table on the right. There's a
- How do I stop "Aces" Hall before he snarfs up the whole town?

 You'll have to catch him cheating before you can stop him.
 - You'll have to match him VERY carefully and grab anything you see that's highly out of the
 - ordinary

 Once you select the Bahoon, click the PTE current
 on ACBS to go to the closeup of hum and the other
 gumblers. Now get your HAND current ready and
 keep your eyes or Axes. You I have a latter hard
 pop up from his lap hobiting a cust. When you see
 that hand, click your HAND current on a
 - Now all you have to do as knock him out. But he's got the drop on you.

 The statement out do save ware series and BE CARESTIL!

 The statement of the save ware series and BE CARESTIL!

Every time I try to shoot Aces, he shoots me first!

- . Duh Don't let him shoot you.
- · You're safe as long as you don't try to shoot anything to the RIGHT of
- You're safe as long as you don't try to shoot anything to the RIGHT of the overturned table. Don't raise up from your hading place?

- Trying to shoot to the right of the table would mean peeking around the mot of the table, and that's how Ares gets you every time!
- So you'll have to bank your shot...rsoochet it off more thing to the LEFT of the overturned table

I hate hitting immosent bystanders. But that's all I can seem to hit!

- Apparently you're not doing a very good job of banking your shots Good thing you've got our exclosive VCR Interface Rewind-O-Matic(TM) so you can undo your deadly metakan?
- Try banking your shot off various things. Think hard
- See that braus rail tost rurs the length of the bottom of the har? That is
 what you send to show. Open your freezency wholese and dick the
 ARROW cursor on the GLUNS to brane up the GROSSIARIS cursor
 Clock the CROSSIARIS cursor on the 'U.N' bottom to close the window,
 and then clack the CROSSIARIS cursor on the 'Use and to incode tyour
 short to do not be chandelized not.

I get killed the moment I set foot outside the Saloon. I hate it when that happens!

- You were warned, buckaroo. There's dangerous stuff going on out there!
- There are rowdy cowhands out there. It's fatal to go into any room where they're shooting — either West Central Main or East Central Main. Other than those two rooms, you're safe

 Oh, with one small exception. You CAN go to West Central Main Street, but only if you stay up on the Hotel Balcoxy. To get there, go up the stays on the left sufe of Monte Hear, that way you can evokall the



What de I need to stop those rowdy cowhands?

- · Pluck, fortitude, and grace under pressure
- It also helps to have your pistols and either some spacy French
 Postcards OR a camster of Natrous Oxide. The sign on the bunking on
 the Hotel Balcony also confains a cive
- What is that you say? You don! have ETTHER the French Postcards OR the canaster of Nitrous Oxode? OK. get the postcards first, go xeto the

 Clack the HAND cursor on the postcards which are sitting on the coffee table just below the silver ton set. Leave the "Orchouse, you've got to convert those French Postcards into Nitrous Oxide

Hey, Meester! Want to see my feelthy peectures?

- · No thank you. I've already some them.
- But hey, feel free to look all you want.
- Don't you wish we'd put THOSE in the box instead of that Health and Hygiene thing?

I've got some spicy reading material, but I can't figure out what to do with them!

- Have you met anybody who's expressed an interest in finding some teading material for his customers?
- You've got boots, don't you? They're made for walking, so WALK somewhere?
- To get the Nitrous Oxide go into the Barber Shop and open your Investory Window. Click the ARBOW cursors on the PRICKOII POSITICARISS, and click the POSITICARISS organs on the "OK" button to close the window. Flusilly, click the POSITICARISS cursor on Salvastore the Barber, and hell trade you be Nitrous Oxide for the Positicario.

I need to get into the Barber Shop, but the Rowdy Cowhands are absolute morder

- $\bullet\,$ Please phrase your hint requests in the form of a question next time
- Rver look in the mirror in the Barber Shop? Notice a door?
 There's a back entrance to the Barber Shop thet you can use when the

Well, fine, that's all well and good, but there's no way to open that valve!

- That is normed, sinh
- . Unless you click it on yourself. But you don't want to do that, trust me
- But abser brute force will succeed where gentle manipulation has fashed. (Ocob, you'll have to remember that!)
- You can shoot off the valve with your gun but you have to be quite far away from the canister

Okay, slowly now so I'll understand: how do I stop the

SHOULD I SHOUT IN ALL CAPITAL LETTERS SO YOU CAN HEAR ME

- You have to make them length themselves to death with the lengthing gain.
 Go to Mom Bear. Walk up the starts usually you appear on the blocky with the rowdy constraint below you. Open your Inventory Window and celect the ARPOW cursers on the NITROGO SUDIE CANSIFER, then clack the NITROGO SUDIE CANSIFER, to the "OK!" botton to close the window. Now check the nature under sounder sounders.
- room cotande the Ombiouse Walk into the guadro on the left auth of the area Open your Inventory Window and their the ARROW CURBOR on the UNIV. But brings up the grounds. Clack the CONSIGHT on the 'OK' button to close the window, and clock the GUNSIGHT on the candistrict Apro on see on the nating of the Horst III you are accurate you is accountfully defect the constant.

· Go back down the stars and so to the



The cowhands are taken care of...where do I so now?

- · Annebero Just try it.
 - Seriousity. Just walk around for a few seconds and you won't have long to wend.
- Leave the 'Orehouse Walk NORTH on the screen until you get to Main Street. Yowch, it's an AMBUSH'

Argh! An arcade game! Do I hafta do this?

- No
- · No no.
- No no no. You can always use the PAST PORWARD soon and finish at but was word rest notate for st.

What's the point of the 'Freddy, Aim, Fire' areade game?

- To shoot all four Lawer Brothers
- Several times, if dead be, 'till they're all dead
- There are four Lever Brothers among all the stems you'd see scrolling by a
 the areade. They we got bullacyes on their chests. Shoot the bullary re,
 guoddy, because the Lever Brothers will shoot back.
- Keep your eye on the rope at the bottom of the acreen, every time you get hit by a Level Brother the rope will fray a little. Reach the end of your rope and you're shot!

Can I let the rope fray and still win?

- · I'm a frayed knot.
- Well, nonewhat, but only somewhat
- · But if it breaks, you're dead, Fred!

Why can't I shoot at Kenny the Kid?

- · 'Cox you're uncoordinated
 - Actually, you CAN shoot at Kenny the Kid, you just have to be patient



 Kenny will walk up to you and stop You'll challenge each other. At the end of the conversation, your OUNSIGHT cursor will be "locked" at the totten of the screen. The moment you see Kenny start to draw has pure, questly move the GUNSIGHT cursor onto Kenny and chick oo him. Just coore should be enough.

Kenny the Kid kills me every time. Darn him!

- · Yeah, he's a snotty lad, am't he?
- Be sure to about HTM before HE abouts VOID
- As soon as you see Kenny start to move, after your sarcastic comment about comparing high school yearbook photos, move the GUNSIOHT cursor up to Kenny and cack on hum!

Kenny the Kid has left me bleeding in the street. Can I save myself, or do I just lie there and die?

. Hey, it's up to you. Got a preference? Go for it!

- · Yes, you can save yourself, but it'll take a lat of quick thinking
- Remainber your first aid. PRESSURE will help a laceration! Do you have anything you can press against the wound?
- After Kenny walks out of the posture, chek your HAND cursor on your RED NECKERCHIEF. The cursor will change to the NECKERCHIEF Click the NECKERCHIEF cursor on your our to staunch the flow of

I'm being told to "drop 'em." How do I do that?

- You've dropped 'em before, haven't you? In real life?
- Or, maybe you haven't if so, try it cometime. You don't know what
 you're missing (And neither do the neighbore')
 As far as the game goes, you have a choice. Simply chick the HAND.

I'm about to burn to death! How do I get out a this

furshlugginer basement?

- You'll have to find something that'll cut those ropes. Otherwise you're
- Clock the HAND cursor on yourself to rock back and forth. It's like the awing puzzle during the Burning Away Office, you have to clock on yourself with the HAND cursor repeatedly to build up momentum.
 You'll fall pose if you do it right.



I've falten and I can't set untied!

- · We'll contact the authorities right away. Mr Pharkas!
- You can't unba the ropes, but you CAN sever them with something share and metallic!
- Something metallic is right nearby, but it's not sharp YET!
- Click the HAND current on the Silver Ear, which is over to the left where
- Click the SILVER EAR on the floor nearby to quickly sharpen it. Click the SHARPENED EAR on the ropes to slow them and race upstains!

I don't feel like swashbuckling. Is there an easy way out of this?

Cliuck eluck cluck buh-KAWK!

. You there's a very sample way out of this

 Use your FAST FORWARD button in the Icon Bar if you want to race forward to the next part of the same.

I forgot everything I ever knew about swordplay (which was nothing at all). How do I fence?

Remember the forms!

- A good start is to open your inventory Window and click the ARROW cursor on the SWORD soon. "Then click the SWORD cursor on the "OK" button to close the window. Now have at her?
- Penelope has two basic moves: a HIGH thrust and a LOW thrust. You have two corresponding countermoves: a HIGH pury and a LOW party. Her moves occur randomly so there's no pattern to memorate. You must learn to recognize bet moves as quickly as possible and perform.
- If also a sweeping LOW clock your sword LOW on her to counter. If she is sweeping HIGH, clock your sword HIGH on her to counter. The quacker your response, the batter your chances of a successful countermove. Parry long enough and you can force her back, she'll implicable to the countermove.

Kenny's got the drop on me! How do I keep him from killing me?

- Chuck, you don't have much time. Use your sword!
 - Cops, wast, bad sies. That's how you're holding Penelope at bay. Use something else.
 - How about that deadly name-sharp and? Roah up to your Inventory Window! Chick that ARROW cursor on the SHARPENED EAR Cursor the SHARPENED EAR cursor on the "ON" button to close the window And quickly chick the SHARPENED EAR oursor on Keitny!



AT THE END OF THE CAME

HAVE YOU TRIED ...

- ... Opening the coffin next to the Church?
- ...Looking at and talking to the graves in Reboot Hill?
 ...Talking to the moosehead in the Golden Balls Saloon?
- ...Giving the snails to Mom?
- ...Talking to Hop Singh twice in a row in Act 17 ...Giving things to P.H. Balance at the Bank of Bob?
- ...Touching the man with the bowler hat who walks
- through town?
 ...Giving the Claim Check to everybody in town?
 ...Talking to the piano player in the Saloon?
- .. Wetching the Ending Credite ALL THE WAY
- ...Talking to and touching all the people in line at the outhouse near the water tower? ...Reading the book titles in the Fharmacy Office and the
- Pharmacy Bedroom?
- ...Looking at the bottles in the Salcon?
- ... Touching the rug in the Pharmacy Office? ... Talking to the sheep in the 'Orehouse at night?
- ...Talking to the sheep in the 'Orehouse at night? ...Touching the brunette in the 'Orehouse at night? ...Going into the outhouse near Reboot Hill?

- Going into the outhouse near the water tower?
- ...Telking to the little girl jumping rops by the schoolhouse?
- ...Looking at the posters in the General Store, the Sheriff's Office, and the Bank? ...Putting water in the ampty beer bottles during the
 - "contaminated water" puzzle and drinking it?
 ...Shooting yourself with the cleaned, loaded pistols?
- (Save your game first!)

 Doing the target practice without cleaning your guns first? (Save your game first!)
- .Going to the Anthill twice in a row right after saving Srini? ...Walking off Robertson Clifff (Save your game first!)
- ..Trying to jump on the Schoothouse roof...while swinging BACKWARDS? (Save your game first!)
- ...Jumping off the Schoolhouse roof...and missing the second? (Save your game first)
- ...Getting all the groaners when you click ona inventory item on another...or on itself (like clicking the pie on the pie, or the wax ear on the boote)?

WHERE DO I FIND Outside Pharmany

Saloon

TTEM **Baking Seda** Boots Church Eav Claim Check Clay Our-Classing Kit

Clothee

Corrected Prescription

Deflatullets Deak Kay Door Key Witness. Eccuty Beer Bottles Resulty Bar Mold Excely Paper East Filled Paper Bar

Flores Flore toe Pick Ladder

Male fitreet Garage Stewa Acknowless Tard Ter woon-browner

Marriage Blocks Rhertiffa Office Charsh Poyer Bentthia's Person Pharmary Bedroom

Pharmary Badracon

Start of Game

General Start

Election Office Daventory Pharmacy Bedroom Anywhere More's Cafe Elevitife Office Salaca Pharmory/Main Bosm Pharmacy Lab

Male disease Pharmary Office Outside Pharmacy Pharmacy Lab Wrest Stuff Street Laboratory

WHEN PROPERTY.

Assay Office

Investory

Anywhere

Inventory

Inventory

Inventery

Deventory

Barber Shop

Pharyoncy Lab Auvebore Outside Majora Cofe bevealory

David Blooff Br. Fact Wall ft. Leathur Street Madallion

Money

Machanablef Nitrona Ordala Open Bear Sottles Pie

Pastoards Propagation G Prescriptions

Presertation Under Glass Part Leables Solution Bons

Showel Salu-Deposit Box Kay Discremed Silver Str.

Hiller Per Silver, Pilled For Mod. Mous's Cafe

Treme Water (in bottle). Most Walf St. Wax Ear Way Pilled The Make Whisky Gleen

leven tory Inventory Selected

Pharmary Office Pharmacy Main Room Wanneson Lab

Pharmacy Main Scrum Bank Barber Stem

Inventory Majola Rear Orelectors Pharmacy Main Room

Pharmary Main Roym

Inventory Ohn Persons Tab Wast Main Street Relevot Bill.

Sahord Barrenant

Inventory.

Towen tearw Anywhere baventory. Pharmary Lab

Auswitzen Ootsáda

Investory, Reboot

Pharmary Lab

Pharmacy.

Rank Block St.

Motel Baloncy

Webselmon Pitter

Eberitt's Office

Pharmaco Main

Pharmacy Main

Read Blocff fit

Inventory

Hab on benner

Anywhere

Barber Slavo

Nosm

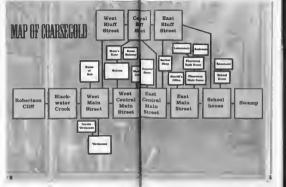
ffalcon.

Bank

Saloon

Asymbers

R



POINTS LIST

Note: points in parenthenes denotes OPTIONAL points.

EVENT	POINTS	POINT TOTA
Ac	т 1	
Unissking Pharmacy Boor	800	600
Giving surrect mad, to Pensiope	10	810
Giving correct med. to Helen Back	10	190
Salding Ellipie	1	661

| Obiotical Content | Obio

Tables Charles Rivy

1 444

Tables Quality Qua

ACT 8

Buying Beer 8
Conning Beer 8
Taking Charcool 1
Proving Charcool 10 as
Gring See Pitch on Con 8

Oring fish Print on Chen

Using Landsher Brown on "Pisical" Chen

Using Landsher Brown on "Pisical" Chen

Using Landsher Brown on "Pisical" Chen

Pilling Bing with Flabbisson (II)

Pilling Bing with Flabbisson (II)

Covating Definishing on Flabbisson (III)

Portrag Definishing on Errese

EXPROVED (III)

Portrag Definishing on Errese

EXPROVED (III)

Covating Annalys Covations (III)

Covating Annalys Covations (III)

Covating Annalys Covations (III)

Covating Annalys Covations (III)

Powing Radder on Committations waters

1 Powing Radder on Tower duck

1 Powing Radder on Tower duck

1 Powing Radder on Robert duck

1 Powing Radder on mithial

10 Patting gradfer on mithial

10 Patting gradfer on mithial

1 Taking mail

Taking matting powmer

Taking matting powmer

Taking Present Protesturchs

1

Taking Present Protesturchs

1

Taking Present Protesturch

8

Britaging mich Goo Trous Protestur-Tootse

8

Britaging mich Goo From Trotsen-Tootse

8

Troysoffing hakking node units onlabed

16

Oring Band to Edden

Troysoffing hakking node units onlabed

(1)

Drinking Condensinationed water

(1)

TOTAL POSSIBLE FOR ACT 2:

146

193

388

100

818

0.00

881

540

074

500

700

708

704

704

ACT 3

	_	
Taking Coffee	1	794
Paking Horse Plop	1	7108
Datog Bores Plop in Cafe		734
Taking Pie	1	933
Gertner Pie to Hisertiff	4	739
Gietnar Coffee to Sheriff	4	743
Uning Cleaning Kit on Platols	8	748
Taking Shovel	1	746
Digratour Grave		
	8	781
Taking Safe Deposit Key	8	714
Overing Safe Deposit Key to Sanker	1	79.7
Getting Pietole		708
Getting Red Neckerokief	8	768
Pinishing Shooting Practice	(18)	777
Taking Medallion	1	778
Talking to Whisilin' Willy		780
Taking Knife	1	781
Taking Clay	1	7108
Giving French Posteurils to Barker	4	786
Removing Clay from Silver Sur	80	806
Pulting on Pinished Costume	1	807
TOTAL FOR ACT 3:	84	807

ACT 4

Grabbing April Third Hand	10	
Drumbur Chambeller on Aces	80	
Pincing Carrieter on Salesony		
Shooting Cardeter from Gazelee	80	
Winning Lover Bros. Areads	(80)	
Removing Neckerchief from Neek	8	
Union Necharphief on Ear Wound	10	
Blooking Shot with State	10	
Taking 6ther flar	1	
Marposing Styer Ear	10	
Cutting Roses with Share Ear	10	
Taking Bword	1	
Killing Kouncy with Sharp Har	56	
Defeating Penelope with Sword	(36)	
TOTAL FOR ACT 4:	100	

(Lewrent total score possible to complete the game sun)



CAME DISTRICTOR Al Lown Josh Mandal

Denocron/Promotion Josk Mandel

ART Dispusion Bob Glaston

LEAD PROGRAMME Stems Codered

> Conrosss Aubrey Hodges

LEAD ANTHAROSI Karin Young

CHARACTER DRIVERS Markey Manage

Personance. Dynthis L. Syndioni William R. Shockler

Annual Consumption Pay "No Relation" Williams Hab Oleans

OCMPT ASSURANCE

Mike W. Pickhinles

Jaff Crywn Maria Preside

Michael Butchison. Tony Marriani

Clarin "Smokshouse" Wille-

AMERICAL PROBLAMBURO Carlos Escobar Below Hambon Deug OldBold

Description Laster Done Wheeler

State Masons QUALITY ASSCIAMIN Perry Mallaney

CONTRACTO ATTRACT Martin Paters Miles Bessley Lavery South

Larry Buchman

Wester Line

Dave Clingman Carlstopher Smith Mari Concer Mark Wilden Lynne Davice. Tine Deardorft Customer Service Miles Jensey

Diana Mulligae Mike Welner Sharra Steman HATTSOME WAYTER. Abserticinal Quality Jeah Mandel

Westmann Layour & Damue Nathau Gazes Ashu Standista.

John Mark

J Mark Bood

Silva com Sicolitic Designal THANKS: Dan Woolard. Bob Ballew Alan Mandel The Freddy

Bernera Pharless Bate Testeru: Bob Andrews

Promamers. Pain Flahor Vann Baker Donovan Holmes Geoff Keletalan Dan For William Larking

Brian E. Hurbon Jon & Julley Martin Ken Knob

- Iddandiddaladadadadhaanleebee

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IF YOU DON'T KNOW AN ANSWER, SAMPLY LEAVE How many Sierra/Dynamix games do you own?

Who is the primery user of these products? (check one) Cl Male under 20 Cl Male over 20 ☐ Famels under 20 ☐ Famels over 20 Bo you have children at home? If yes, check all that assiv Male child under 10 Ca Male child over 18 ☐ Female child under 10 ☐ Female child over 10

Where slid you purchase this product? ☐ Babbage's ☐ Eggheed ☐ Software Bic. Cal Electronic Boulious Cal Other

Do you have a modern? Li Yes Li No. What graphics card do you use? □ EGA/Tandy □ VGA/MCGA □ Other Do you pem? □ MT-32 or LAPC-1 □ AdLib or Sound Blacks C ProAudio Spectrum C Thursday Roard

(check all that apply)

☐ IBM or compatibles ☐ Amos

GColor Macintosh ☐ Other _

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